

LEGO ISLAND II Rough II Script/Transition 4**30 seconds****SCENE: After Rebuilding the Information Center/ Transition to OGEL island**

The Information front door opens and out hops The Infomaniac. He walks forward, arms outstretched and he speaks as he bows to you.

File	Type	Character	Line
	VO	Infomaniac	"Huzzah!, Hooray! And "thank you" times a gazillion is not enough thanks. Hmmm"

He paces left to right, stops, raises his arm, lowers them and speaks. Meanwhile in the background, the Brickster sneaks in and starts building a rocket ship.

File	Type	Character	Line
	VO	Infomaniac	"Let's see how do I phrase a more meaningful thank you for rebuilding the information center?"

10 seconds

He continues to pace oblivious to the building taking place in back.

File	Type	Character	Line
	VO	Infomaniac	"How about: I'm much obliged? Grateful? Appreciative? Hmmm see gratitude."

The Brickster has completed his task, boards the ship and blasts off. The Infomaniac leaps In the air, hat spinning, lands and says

File	Type	Character	Line
	VO	Infomaniac	"Great Bricks of Zeus! The Brickster! The shuttle! Quick!

He raises his arms, spins his hands around rapidly causing a cloud of confetti and the shuttle pops on. Fade to first person perspective of behind the controls interior space shuttle.

File	Type	Character	Line
	VO	Infomaniac	"Buckle up 3,2,1!."

FINAL ROUGH II OF TRANSITION SCENE SCRIPT

Scene shakes followed by a blast. The view shows island getting smaller and smaller until the planet fades to black. Pass Saturn with a ring of LEGO bricks around it. Slight shaking and a pull to the left. We pass A sign post on a little meteor that reads "OGEL" with an arrow.

25 seconds

Cut to scene of shuttle approaching a mysterious planet. Cut back to interior of shuttle looking out.

File	Type	Character	Line
	VO only	Radio voice	"(Crackle) We are now landing on OGEL Island. Buh-bye."

Interior view as we slide to a bumpy halt on a planet with half built models of combined themes

30 seconds

FADE TO GAME

